



THROMMEL

DWARF WARRIOR

MOV	AGI	RES	MEL	MAG	RNG
2	3	2	7	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
18	20	22

SOUL HARVEST **3**



Cost	Reach	Glance	Solid	Crit
Warhammer 2AP	1	4	5	7

COMMON INNATE ABILITIES

Dash; Defender; Natural Sprinter

Short Legs - [*Innate*] Thrommel does not benefit from Dash in the first round of the game.

Bodyguard (Interrupt) - [*Innate*] When a friendly non-defender model within 2 hexes is hit by a *Basic Attack*, Thrommel may choose to **Interrupt** the action. This **Interrupt** occurs after the opponent has selected their 3 dice for the attack, but before damage or manoeuvres are applied. The friendly model has their RES set to 2 when resolving damage from this attack. This ability may only be used once per round.

Concussive Blow (1♣) - [*Manoeuvre*] Enemy damaged by *Warhammer Attack* suffers *stun*.

Fierce Challenge (1AP) - [Active] Target enemy within 4 hexes is challenged. Every *Basic Attack* that does not target Thrommel, in that model's next activation, incurs a -1 attack die penalty.

Hammer Time (1F) - [Active] Immediately after resolving a *Warhammer Attack* that has damaged an enemy, that same enemy takes D3 True Damage & suffers *knock down*.

LEVEL 2 Gain 2 Health **LEVEL 3** Gain 2 Health

Lvl 2: Immovable Object - [Innate] Thrommel cannot be *Pushed* by enemy models by any means and cannot suffer *knock down*. Note: Thrommel can still be *Thrown*.

Lvl 3: Dwarf Toss (1AP+1F) - [Active] Place Thrommel within 3 hexes. Enemy models adjacent to him after the placement suffer *knock down*.

GODS



CLASS

